

Claims

1 (Currently amended) An electronic board comprising:

a grid of grid points on a flat surface, where each grid point is a visible element which is capable of detecting when it is pressed, and can be illuminated in two different colours, ~~allocated to respective players, by an illumination source inside or below the surface; and a character display; and~~

~~a game manager made of~~

~~a CPU and memory, connected electronically to the grid points and illumination sources such that it has complete control on which grid point is illuminated and in what colour, and it is notified whenever any of the grid points is pressed, and a computer program which is executed by the CPU,~~

~~which manages a one or more games, of which at least in one game is played according to these rules~~

which exhibits a behaviour which makes it useful for playing various games;

and in one of these games the behaviour of the board is as follows:

the board keeps a record of one of the two colours above as the current player's colour;

the board keeps a record of a fixed number;

when a player touches a point is pressed, the games manager board checks if it is a legal move, and if it is switches the point to the current player's colour, and changes the current player's colour record to the other colour;

to evaluate if a point is a legal move, the games manager board checks in turn each of a pre-defined set of imaginary straight lines emanating from the point, assigning a value of 0 to each of these lines that does not pass through an illuminated point, a value of 1 if the closest illuminated point that the said line passes through is illuminated with the current player's colour of the player, and -1 if it the said closest illuminated point is illuminated in the opponent's other colour, and then compares the sum of the values of all the lines to a the said fixed number, and if the sum is larger or equal to the said fixed number, the point is a legal move for the player;

when there is no more legal moves, the games manager board declares as winner the player colour in which more points are illuminated that has more points of their colour in the end of the game.